

FIG. 1

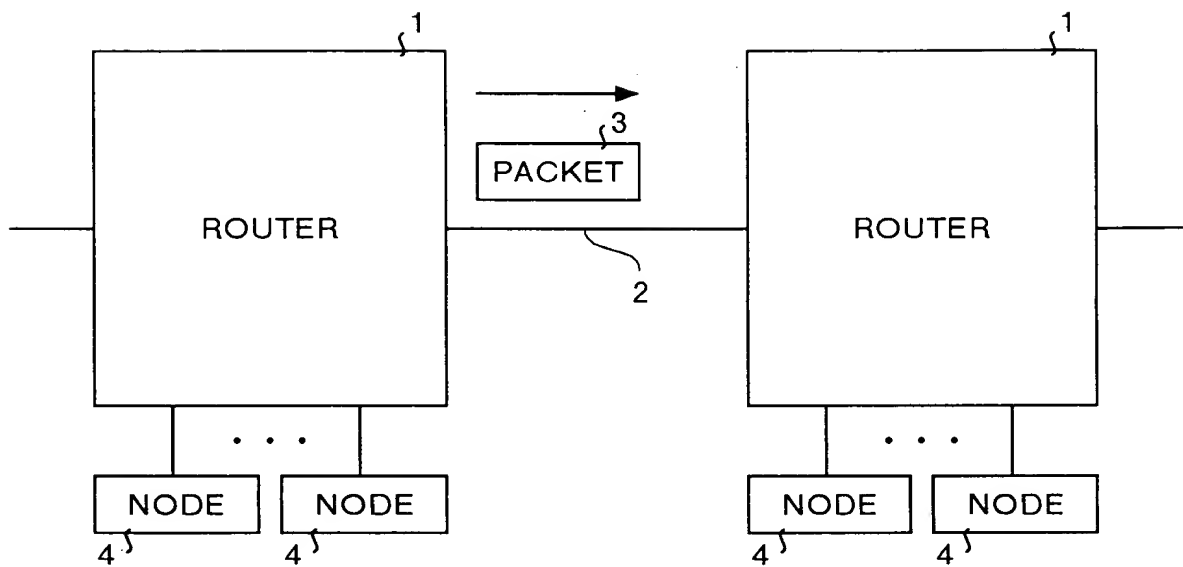


FIG.2

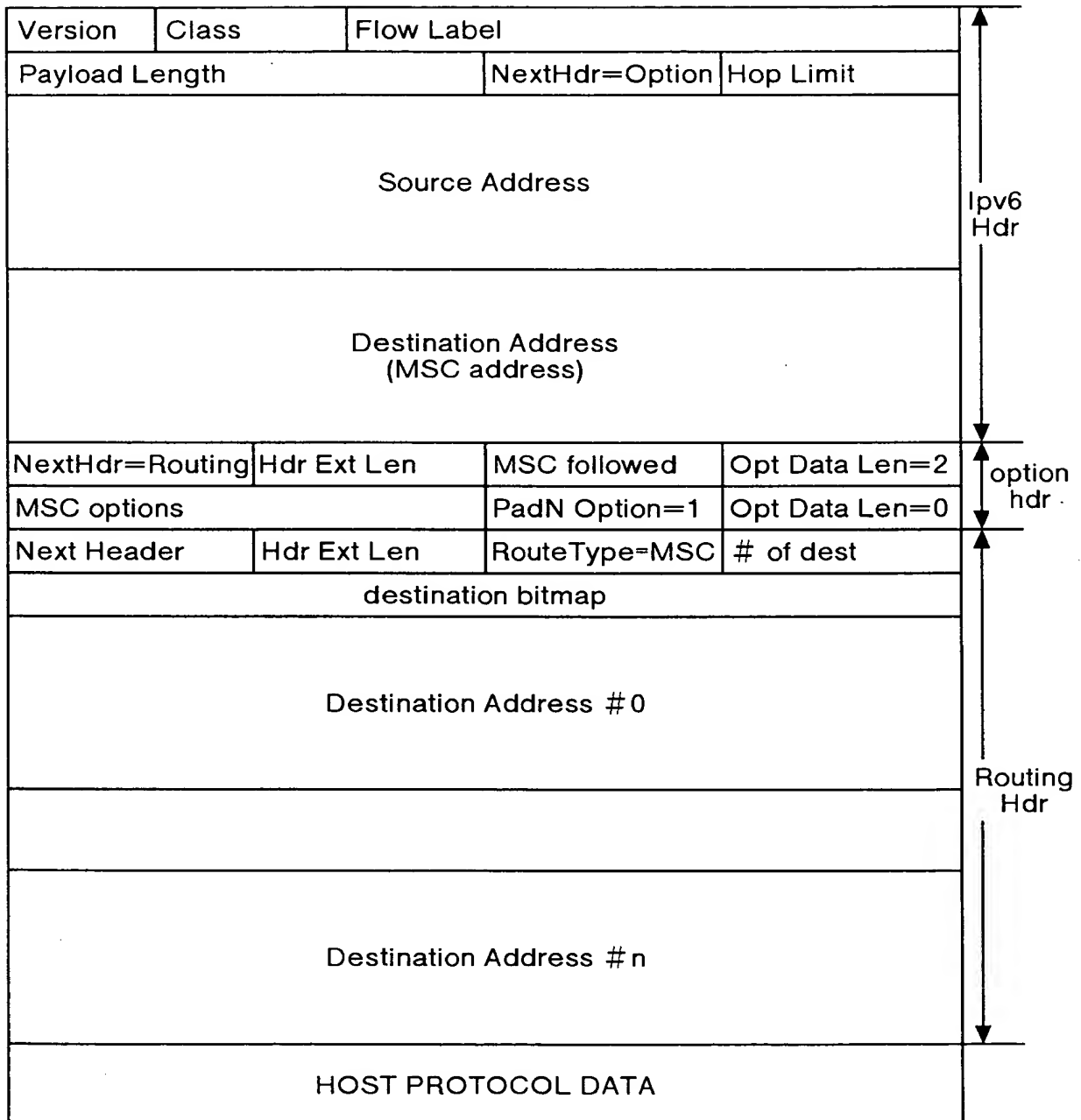


FIG.3

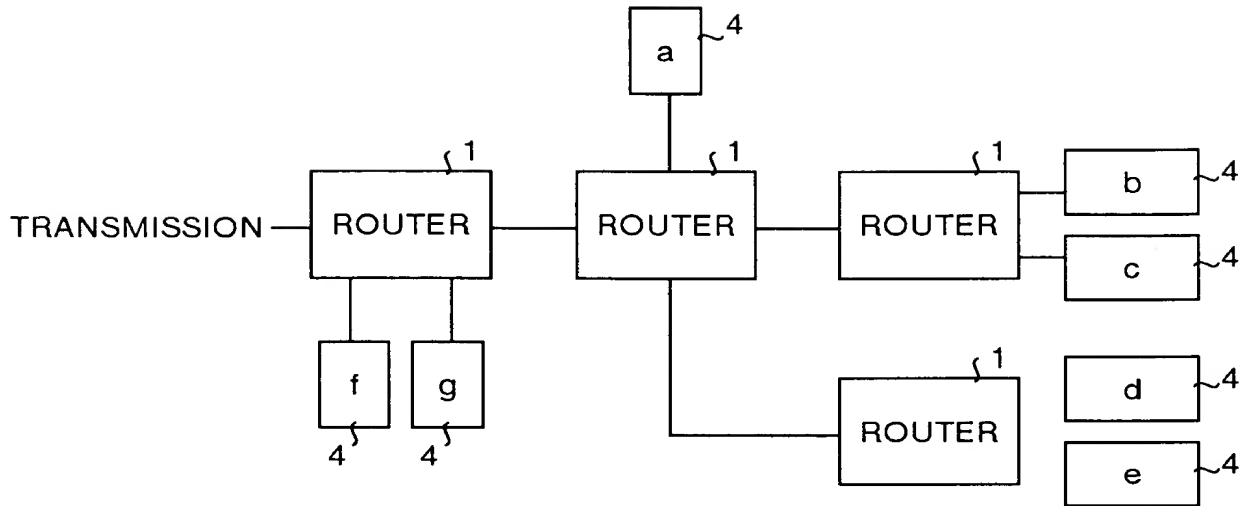


FIG.4

```

[ a, b, c, d, e, f, g ]
=====
[ 1, 1, 1, 1, 1, 0, 0 ]
[ 0, 0, 0, 1, 1, 0, 0 ]
[ 0, 0, 0, 0, 1, 0, 0 ]
    
```

FIG.5

TWO DESTINATIONS/ ONE DESTINATION	NONE	ONE GROUP	TWO GROUPS OR MORE
NONE	(A)	(B)	(C)
ONE GROUP OR MORE	(C)	(C)	(C)

FIG.6

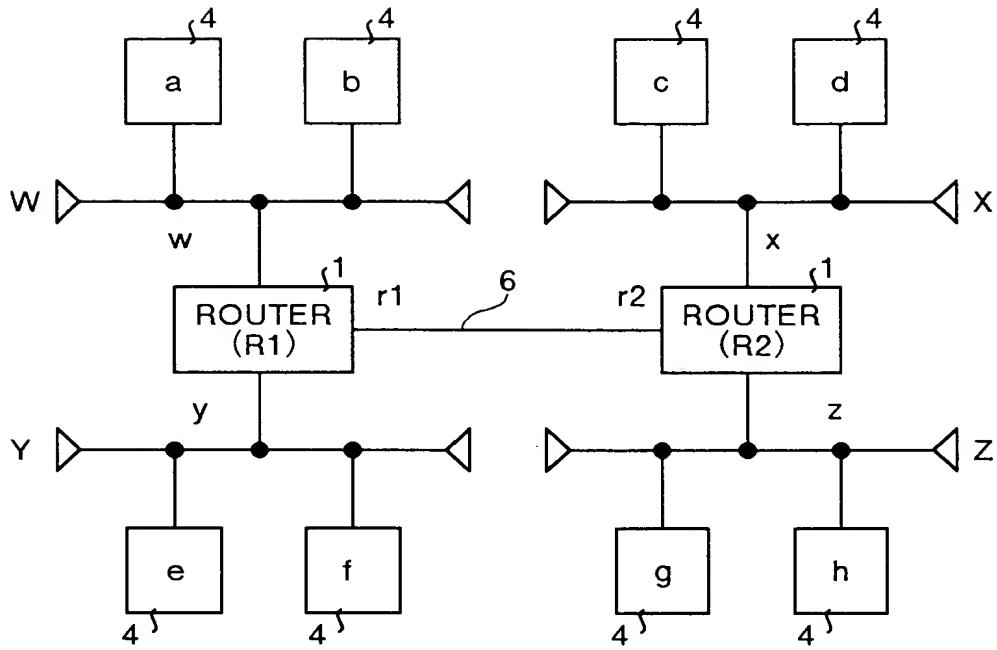


FIG.7

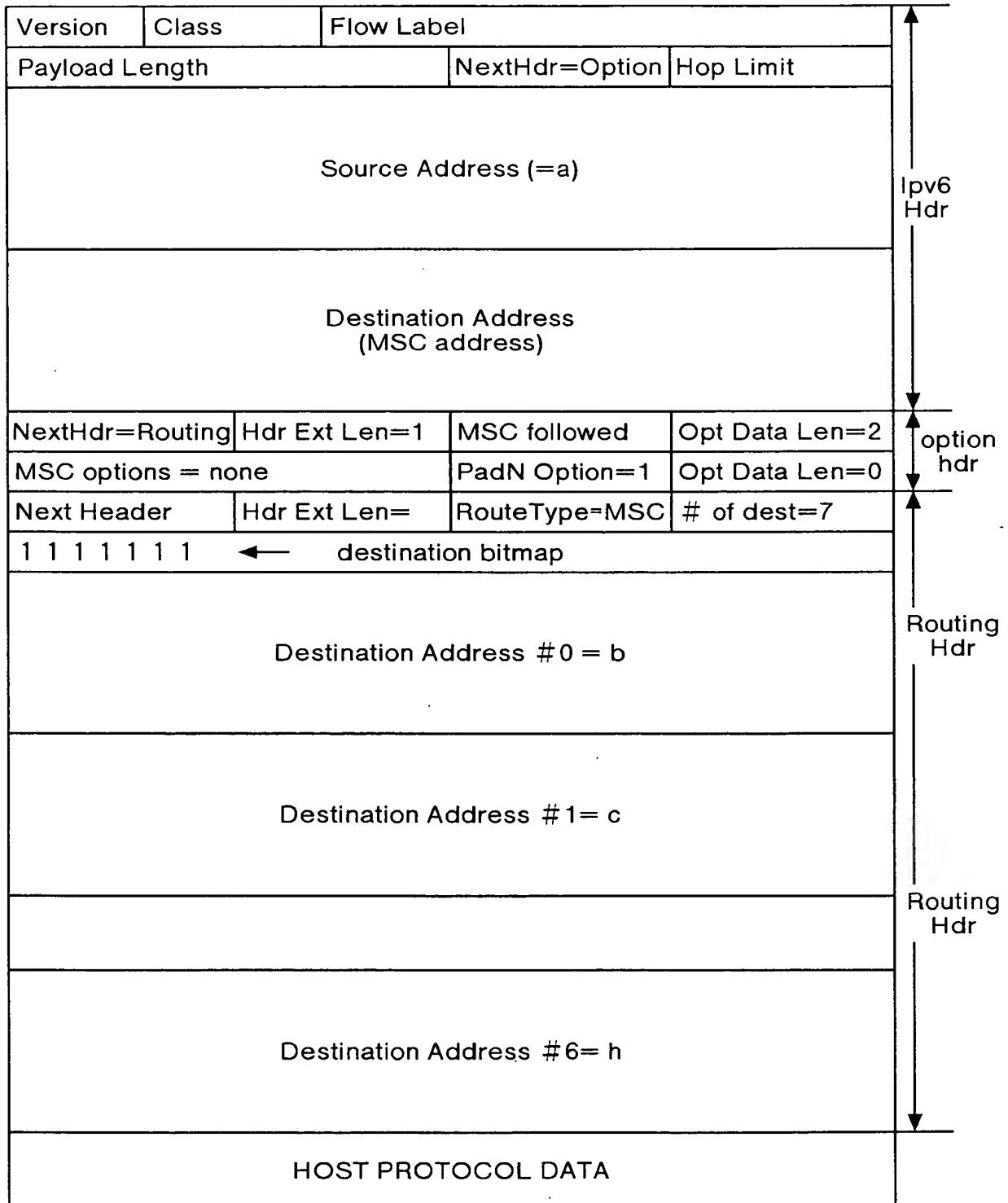
net work	gateway	interface
loopback	—	loopback
W	—	ethernet
default	w	ethernet

FIG.8

[R1] net work	gateway	interface
loopback	—	loopback
W	—	ethernet (W)
X	r2	r1
Y	—	ethernet (Y)
Z	r2	r1

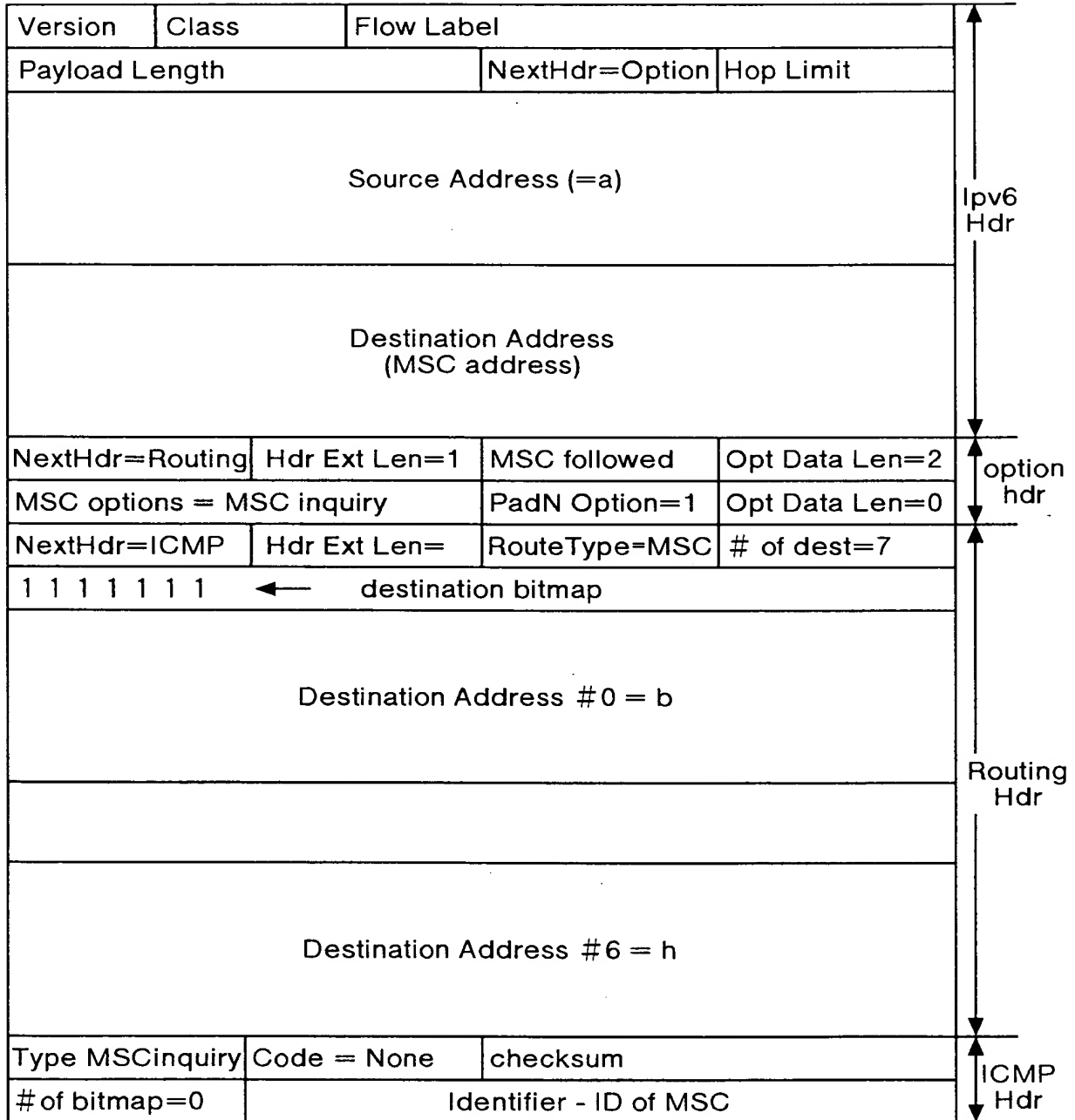
[R2] net work	gateway	interface
loopback	—	loopback
W	r1	r2
X	—	ethernet (X)
Y	r1	r2
Z	—	ethernet (Z)

FIG.9



00000000 11111111

FIG.10

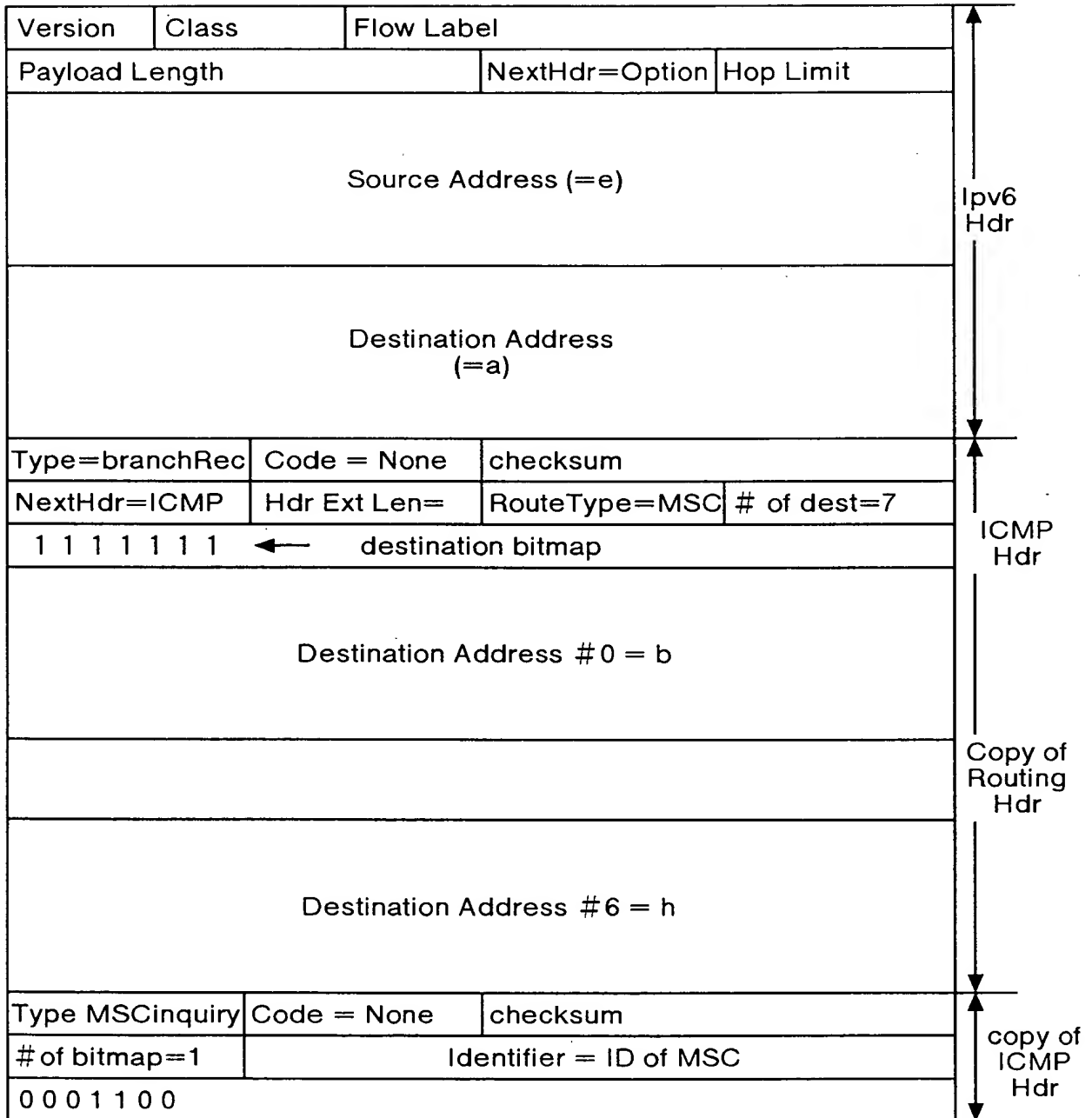


005090" 1220550

Type=MSCInquiry	Code=None	checksum	↑ ICMP Hdr ↓
# of bitmap=1	Identifier = ID of MSC		
0 0 0 1 1 0 0			

↑↑
EQUIVALENT TO e, f

FIG.12



The diagram illustrates a merge sort step. On the left, a binary tree structure shows nodes b, f, e, c, d, g, h. An arrow points to the right, where a simplified tree structure shows nodes (e,f) and (g,h) merged into a single node, with children c and d.

FIG.15

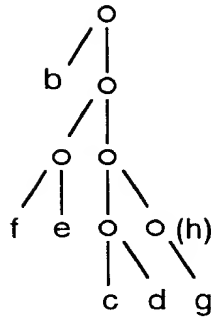


FIG.16

TWO DESTINATIONS/ ONE DESTINATION	NONE	ONE GROUP	TWO GROUPS OR MORE
NONE	(A)	(B)	(C)
ONE GROUP OR MORE	(C)	(C)	(C)

FIG.17

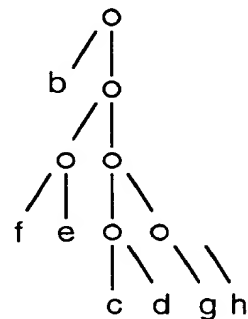


FIG. 18

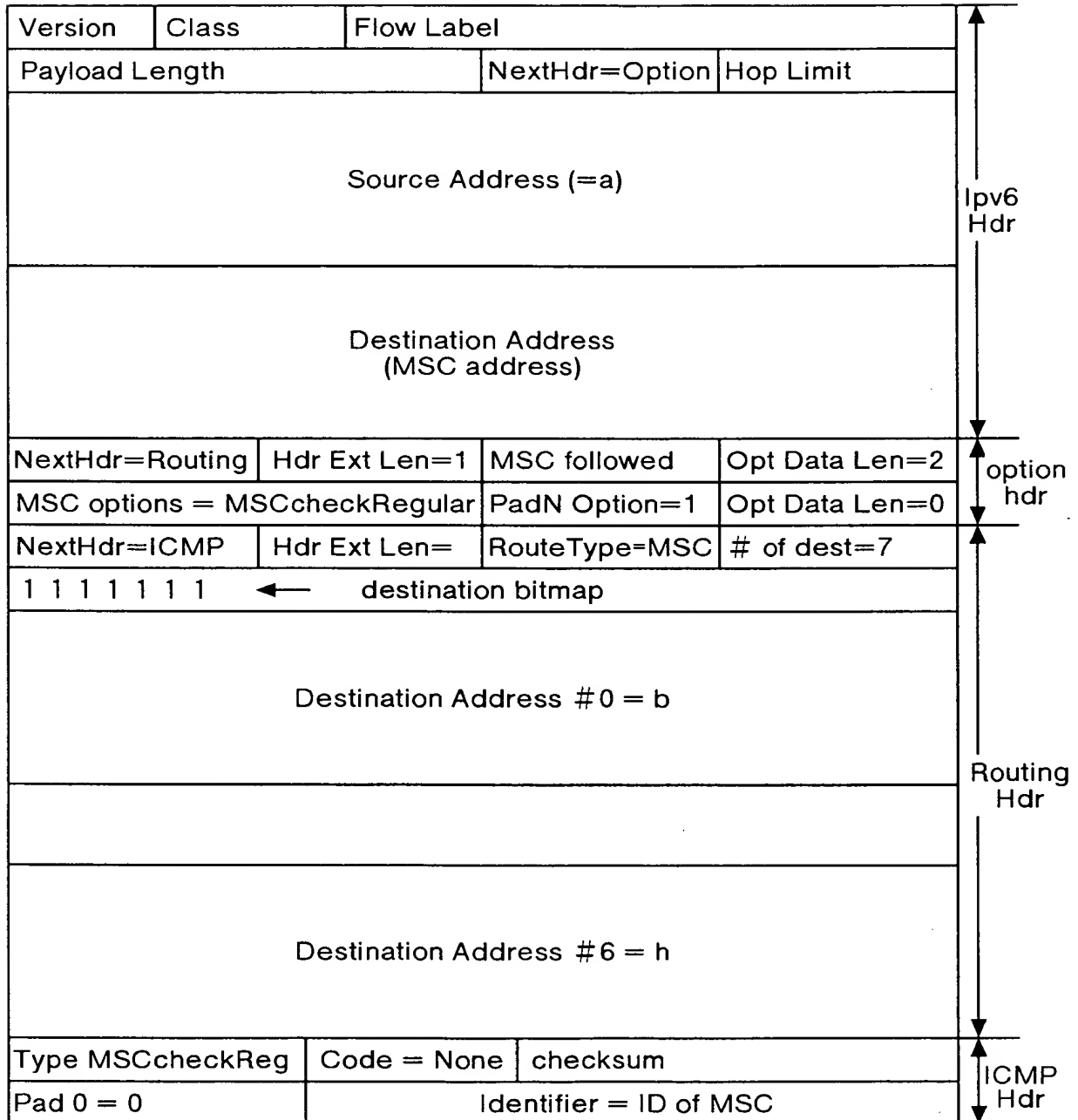


FIG.19

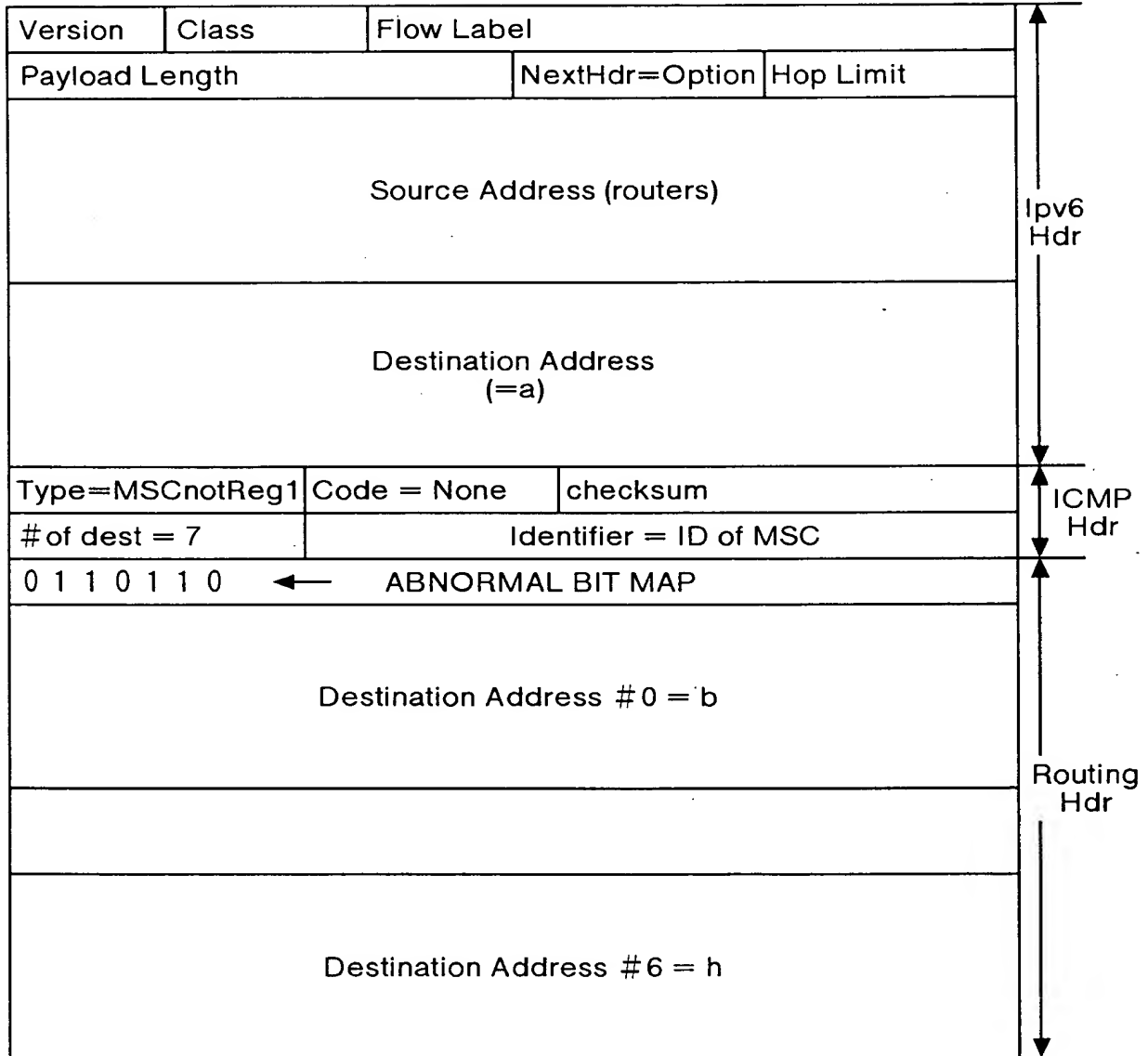


FIG.20

Version	Class	Flow Label	
Payload Length		NextHeader	Hop Limit
Source Address			
Destination Address			
HOST PROTOCOL DATA			

FIG.21

Network		Destination	
network prefix	net mask	neighbor	interface
3FFE:501:1000::	40	12345678	le0
3FFE:501:1100::	40	12345678	ppp0
⋮	⋮	⋮	⋮
3FFE:501:1FFF::	44	12345678	le0
FF02::1	128	12345678 87654321	le0 ppp1
FF02::2	128	12341111 12342222 12343333	le0 ppp1 ppp2
FF02::3	128	12341111	le0

UNICAST SECTION

MULTICAST SECTION